SHIN MEGAMI TENSEI™ DIGITAL DEVIL SAGA™ アバタール・チューナー 2

MATURE 17+

M

CONTENT RATED BY ESRB

SOFTWARE MANUAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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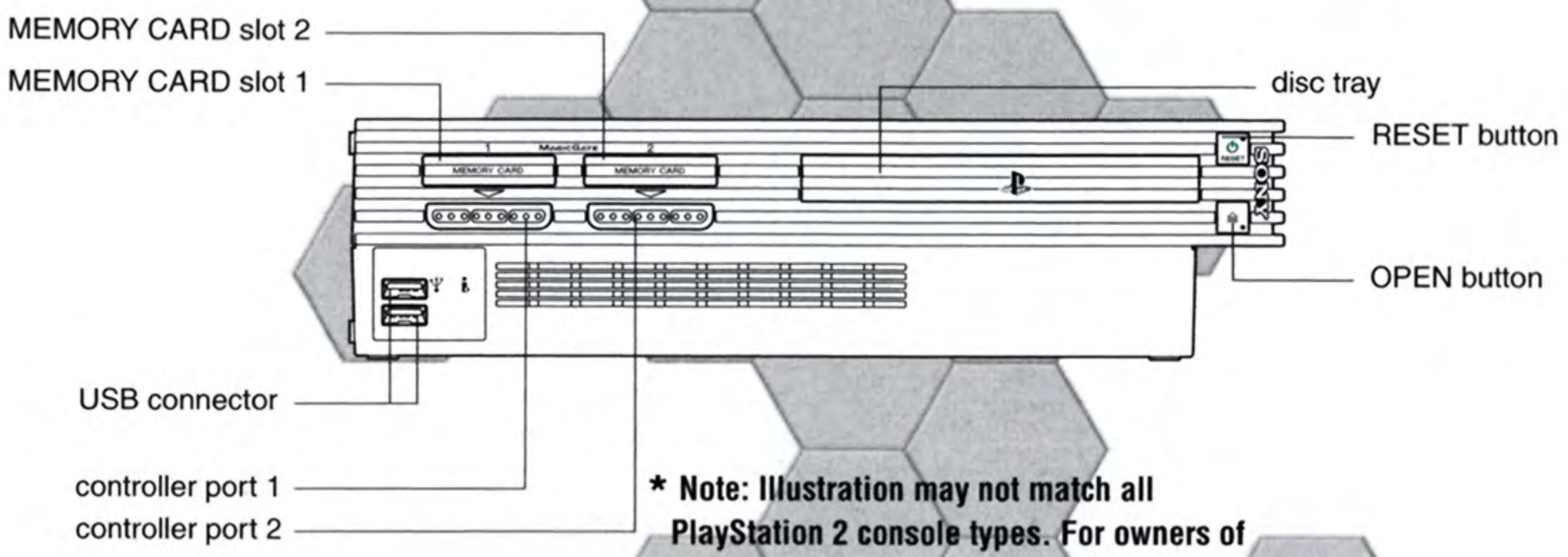
SETUP*



*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the DIGITAL DEVIL SAGA™2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

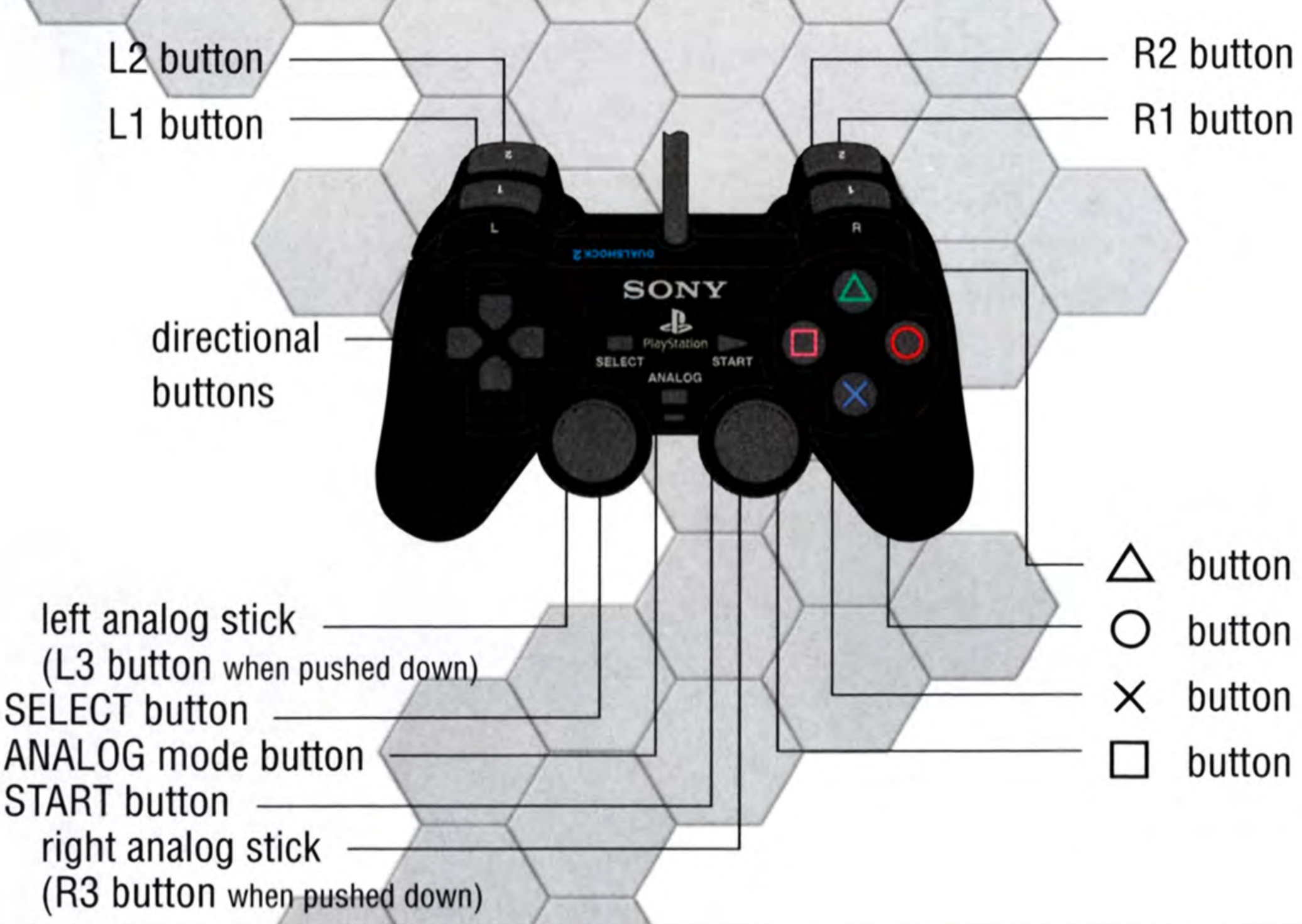
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLLER

CONTROLS

The controls differ between field and battle modes. Master these controls before engaging the enemy.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Controls	In the Field	During battle
Directional buttons	Move character	Move cursor
Left analog stick	Move character	Move cursor
Right analog stick	Change point of view	N/A
L1 button	Change point of view (rotate left)	N/A
R1 button	Change point of view (rotate right)	N/A
L2 button	N/A	N/A
R2 button	N/A	N/A
START button	N/A	N/A
SELECT button	N/A	Toggle help ON/OFF
○ button	Reorient point of view to forward	
× button	Search / Talk / Make Selection	Confirm
△ button	Bring up the Auto Map	
□ button	Bring up Command Menu	

The ANALOG Mode button is always ON and the DUALSHOCK®2 analog controller will vibrate according to events in the game. For more information on how to turn this function ON/OFF, please see "Config" (pg. 17). This game can also be played with a DUALSHOCK® analog controller. The names of each part and the basic controls are the same as the DUALSHOCK®2 analog controller.

STORY

A BLACK SUN BLEEDS DESPAIR ACROSS THE LAND OF NIRVANA...

Serph, leader of the Embryon, wanders aimlessly through the lifeless streets before him. In the Junkyard, his Tribe fought a gruesome war, hoping the light of heaven would relieve their suffering. In the end, Serph's world vanished, along with the comrades who stood by his side.

All that awaited him in Nirvana were endless streets littered with the silent remains of human statues.

The Promised Land was nothing but a new hell...

CHARACTERS

The members of the Embryon and their Atma abilities are listed below.

THE EMBRYON

The only Tribe to emerge from the wasteland called The Junkyard. Believing Nirvana to be an endless paradise, they conquered all rival Tribes and ultimately defeated Angel at the top of the Karma Temple. Immediately afterward, a strange light shook the temple to its foundations, the Junkyard vanished, and the Embryon were separated.

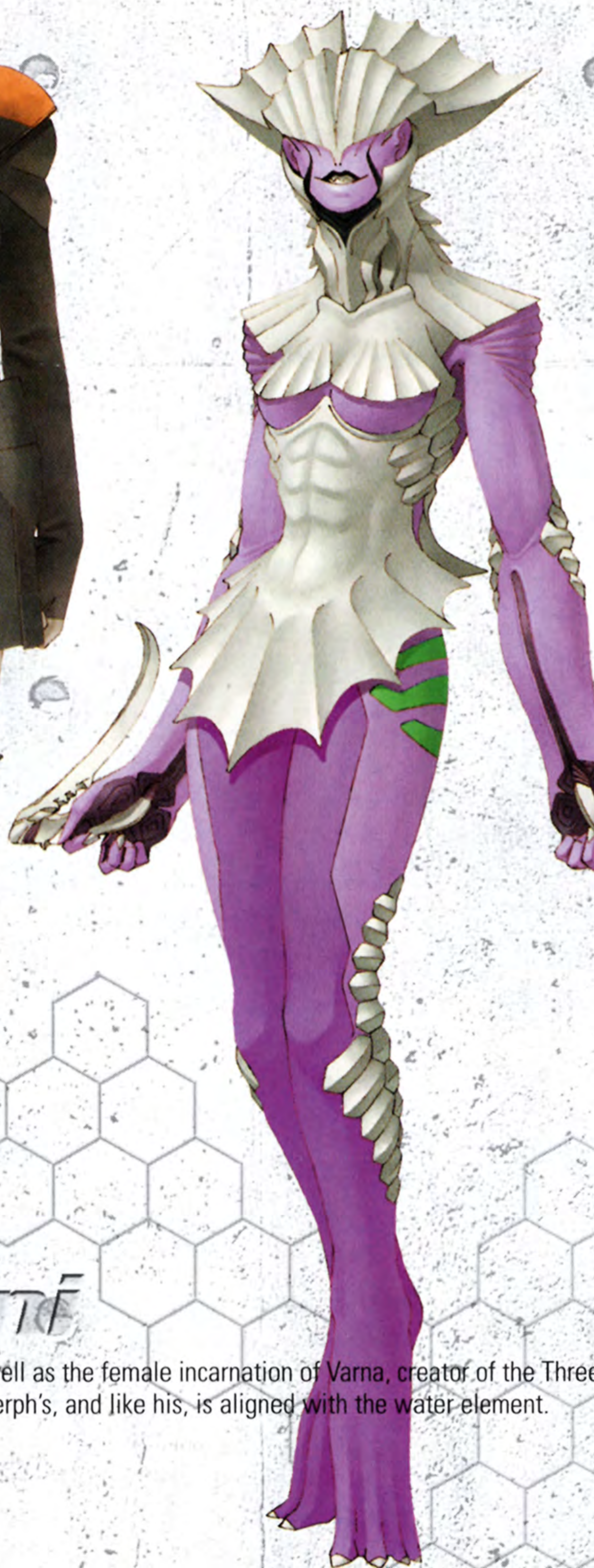
Serph awakens in a Nirvana far different from his expectations. In this strange broken world, the leader of the Embryon sets off to find his comrades.

ATMA

The ability gained by inhabitants of the Junkyard which allowed them to transform into demons. The Temple declared this demonic power the true nature of an individual's Karma. Those who gain Atma must devour their foes in order to survive. If one resists this urge for too long, he or she will permanently become a demon and suffer an insatiable hunger for blood. Those affected by Atma can be identified by the strange markings on their bodies.

Sera

The black-haired girl who appeared mysteriously after light swept the Junkyard. She seems to have amnesia, and was not wearing a tag ring when the Embryon found her (tag rings are required for identification, and every Tribe member wears one). Her singing can prevent others from changing into demons, and her forgotten memories become increasingly important to Serph and the Embryon... There seems to be a connection between her, the Karma Temple and Nirvana.



Varnami

Goddess of night and water, as well as the female incarnation of Varna, creator of the Three Worlds. Sera's demon form closely resembles Serph's, and like his, is aligned with the water element.

Roland

The current leader of the Lokapala, a rebel group fighting against the Karma Society. The original leader of the group was a man named Greg, but upon his death, both his son Fred and the Lokapala passed into Roland's care. Originally a classically educated author, Roland now drowns his sorrows in alcohol.

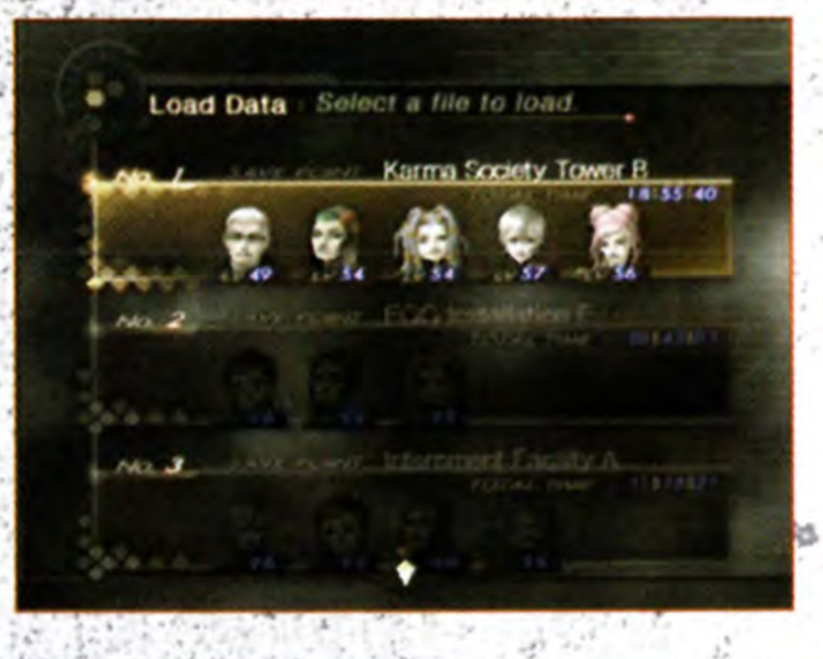
Indra

The god of heroes and lightning, who uses Vashura as a weapon. Indra has the power to control storms. He defeated Vritora and became king of the Three Worlds. Roland's incarnation of Indra is aligned with electricity.

STARTING & SAVING

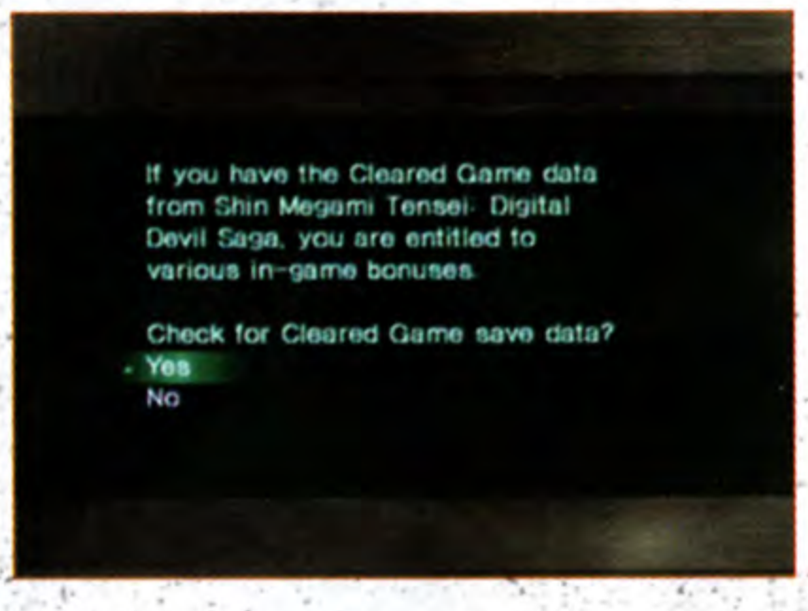
LOADING A GAME

To continue a previously saved game, insert a Memory Card (8MB)(for PlayStation®2) with a Digital Devil Saga 2 save file into MEMORY CARD slot 1 and select "LOAD GAME". Use the up and down directional buttons to select a save file, and press the × button to confirm your choice.



STARTING A NEW GAME

To start a new game from the beginning of the story, select "NEW GAME". The game will begin after the opening movie has finished. Cleared Game save data from the first DIGITAL DEVIL SAGA can be loaded to access certain bonuses during gameplay.



[DIFFICULTY LEVEL]
When save data is carried over from the first DDS, a difficulty select mode becomes available. Once you clear the game, this option also becomes available for additional play throughs. When replaying normal mode, your party will retain skills they learned.
NORMAL MODE.....The default difficulty level.
HARD MODE.....A difficulty level for advanced players.

ADJUSTING THE GAME SETTINGS

Select "CONFIG" to adjust the game settings. Use the up and down directional buttons to highlight the setting you want to change, and use the left and right directional buttons to change it.

AREA MAP

There are two kinds of maps: the Area Map and dungeons. Each type of map has specific controls.

BASIC NAVIGATION

The game consists of a large Area Map, where you can select an area, and detailed 3D dungeons, where the action takes place.

AREA MAP

In order to travel to a different areas, select your destination from the list on the left side of the screen. As the story progresses, additional destinations will become available.

UNDERSTANDING THE AREA MAP

① Solar Data Indicator — Displays the current level of Solar Data. It may have have an effect, depending on its cycle.

② Area List — A list of possible destinations.

③ Selected Area — The currently selected area. It is displayed in yellow.

④ Message Window — A description of the currently selected area.

SOLAR DATA AND ITS EFFECTS

Solar Data measures the density of malignant data in the sun's rays. Depending on the level of Solar Data, Serph's party will encounter Berserk Mode (pg. 25) more often, and enemy demons may experience different effects. It begins at MIN and increases in 1/8 increments until it reaches MAX. It then decreases similarly, and the cycle repeats.

DUNGEONS

Your character will move about in various dungeons. Dungeons are complex, so pay careful attention to the information available to you. Keep an eye on the Auto-map to avoid getting lost.

UNDERSTANDING THE DUNGEON MAP

① Solar Data Indicator
Displays the current level of Solar Data.

② Help Window
Displayed when you approach a person or a door. Press the × button to speak to the person or open the door.

③ Area Name
Your current location.

④ Ailment Indicator
An icon which indicates whether or not one of the party members is suffering from a status ailment.

⑤ Proximity Map
A mini-map which shows your immediate surroundings. The icons used are the same as the Auto-map icons (pg. 14).

DUNGEON FEATURES

In dungeons, you will encounter important points such as doors, objects, and people. Press the × button when an "Inspect" or "Talk" window appears to examine an item or talk to an individual. There may also be various objects you can examine to obtain items.

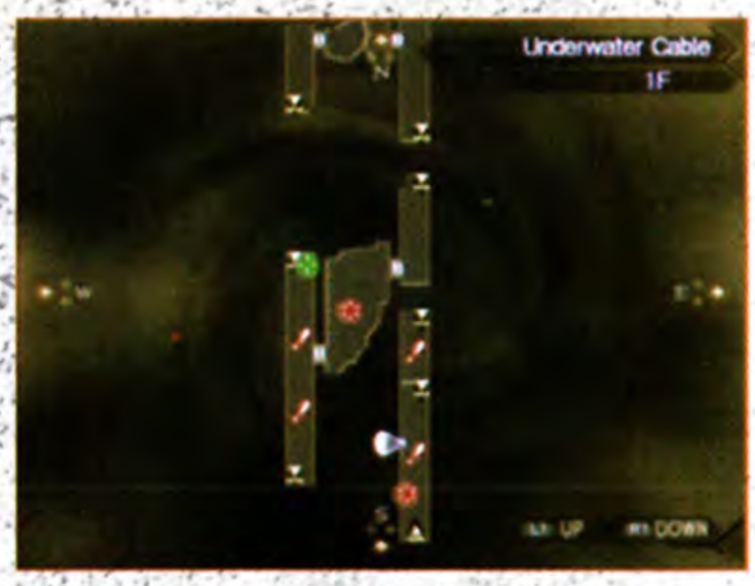
FIELD HUNTING

In certain areas of dungeons, you may discover places where demons are hiding. In these areas, if you can destroy most of the floating blue balls within the time limit, a battle with several Mitama will begin. Defeat the Mitama, and you'll gain a great deal of Atma Points.

CONTROLS FOR FIELD HUNTING	
Directional buttons/left analog stick	Move Character
□ button	Attack

AUTO-MAPPING

You can bring up the Auto-map screen by pressing the △ button in a dungeon. The areas you explore are automatically mapped as you pass through them, so check the map frequently to follow your progress. You can zoom in and out for a better look at doors, stairways, or other map features.



AUTO-MAP SCREEN CONTROLS

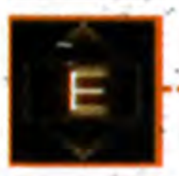
Left analog stick	Scroll the map
R1 button	View a map of the floor beneath you
L1 button	View a map of the floor above you

MAP ICONS

Current Position
Indicates your current location and the direction you are facing.

Stairway (Up)
Indicates a stairway leading up.

Stairway (Down)
Indicates a stairway leading down.

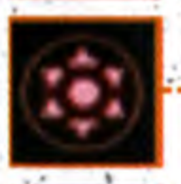


Elevator
Indicates an elevator.

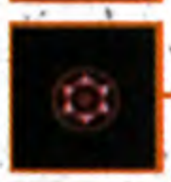
Important Point
Indicates special areas of the dungeon.

Field Hunt Area
Indicates the location of a field hunt (pg.13).

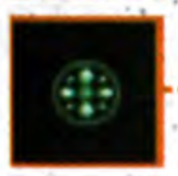
Exit
Indicates the exit.



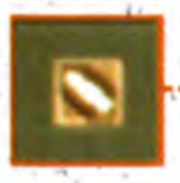
Large Karma Terminal (pg. 32)
Indicates a room with a Large Karma Terminal.



Small Karma Terminal (pg. 33)
Indicates a room with a Small Karma Terminal.



Life Terminal
Indicates a Life Terminal.



Mad Mart
Indicates the Mad Mart.

MAIN MENU

The Main Menu is crucial in preparing your party for battle. Each command in the menu is described below.

❖ USING MAIN MENU COMMANDS

By pressing the □ button, you can view the Main Menu. The commands available to you are displayed in the list on the right. (Pressing the L2 and R2 buttons will advance to the next page, while the L1 and R1 buttons switch between characters. Make use of these options to keep your party in good condition.

COMMAND LIST	
■ Skill	■ Status
■ Item	■ Party
■ Set	■ Config
■ Combo	■ Recover

❖SKILL

Choose this command to use a skill which has been assigned. First, select a skill from the list, and then press the × button to use it. Remember that skills must be assigned before they may be used, so it's a good idea to frequently cycle through your available skills.

❖ITEM

By selecting this command, you can access items in your inventory. Five options will be available to you. Don't forget to load ammo you obtain, because simply carrying it around won't do any good.

❖ OBTAIN KARMA RINGS

The options, "Equip Ring," and "Customize Ring" will not be displayed at first. They will be added as you progress through the game.

USE	To use an item, first select the item you want to use, and then select the character(s) that it will be used on.
AMMO	To load a character's weapon, first select the character, and then choose which ammo to load.
EQUIP RING	A Karma Ring must be equipped before its special abilities can take effect. First, select a character and use the up/down directional buttons to choose a Karma Ring. Press the × button once you've decided. Information about each ring is available in the Help Window.
CUSTOMIZE RING	Gems can be attached to Karma Rings to further enhance a character's stats (the effects will vary for each Gem). Each Karma Ring can be powered up a limited number of times. By selecting "Reset Ring" from the top of the list, the selected Karma Ring will return to its original state—but any equipped Gems will be gone for good. Carefully select which Gems to attach to avoid wasting them later.
SP ITEMS	By selecting this option, you can view the special items you have obtained. These items will automatically take effect at specific times.

SET

Choosing "Set" will allow you to assign skills that your characters have learned. Use the left and right directional buttons to switch between skill types, and use the up and down directional buttons to cycle through the list of skills. Press the × button to select the skill you wish to assign. Then, choose a slot. Skills must be assigned before they can be used during battle or from the Main Menu.

*The "Recover" command may be used, regardless of whether or not healing skills are set).

UNDERSTANDING THE SET MENU

① Assigned Skills
A list of currently assigned skills. Press the △ button to change the order of the skills. The number of the skills that can be assigned increases as a character levels up.

② Help Window
The selected skill's description is displayed.

③ Learned Skills
A list of skills that have been learned, sorted by type. Use the up and down directional buttons to scroll through the list.

④ New Skill Alert
A newly learned skill will be marked by an exclamation point.

⑤ Skill Type
Skills are classified by 4 types as follows:

PHYSICAL	Physical attacks require HP. Hunt skills, which earn Atma Points, are included in this category.
MAGIC	Magic skills require MP. Attack, heal, support, and other types of magic are included in this category.
SHIELD	Skills that null, drain, or repel enemy attacks are included in this category.
AUTO	This category is comprised of skills that automatically take effect when assigned.

MAIN MENU

❖ COMBO

When party members enter battle with certain combinations of skills assigned, powerful "Combo" attacks will become available. Once discovered, Combos will be added to the Combo List, where you can check the skills required to perform them. Note that each skill must be assigned to a different character.

❖ STATUS

Select this option to view the statuses of the characters in your party as well as their Mantras. Use the L1 or R1 button to switch between characters, and the left and right directional buttons to toggle between a character's status and Mantra status.

❖ PARTY

By selecting "Party," you can choose which characters will participate in battle, as well as their turn order. Use the up and down directional buttons to select a character, and the × button to add that character to the battle party. Characters are placed in the order you select them—this is the order in which they will act during battle.

❖ RECOVER

Selecting this command will use a learned skill to recover HP or heal Status Ailments (healing ailments will take priority over recovering HP). A skill does not have to be "Set" in order to use Recover. If there is no MP available, no healing skills have been learned, or there is no damage to be healed, the Recover command will be unavailable.

❖ CONFIG

Choosing this option will allow you to adjust various game settings. Select a setting using the up and down directional buttons, and adjust it using the left and right directional buttons.

STATUS

The Status Menu displays a wealth of information about your party. Familiarize yourself with it so you can quickly assess characters' conditions.

❖ PARTY CONDITION

The Status Screen allows you to check each character's abilities and condition, as well as the details of his or her equipped Mantra. Knowing how to read the Status Screen will help you to effectively use your party members and prepare for battle.

UNDERSTANDING THE STATUS SCREEN

① Character Name — The selected character's name.

② Ailment Icon — If the character is suffering from a status ailment, this icon will be displayed. See the next page for more information on ailments.

③ Level — The character's current level.

④ Karma to Next Level — The amount of Karma necessary for the character to level up.

⑤ HP — The character's current/maximum hit points.

⑥ MP — The character's current/maximum magic points.

⑦ Ammo — Currently loaded ammunition. Guns are used while in human form. Attack power refers to the strength of the bullet.

⑧ Stats — The character's vital statistics. See pg. 19 for details.

⑨ Assigned Skills — A list of currently assigned skills. Skills must be "Set" before they will be listed here.

⑩ Defensive Characteristics — The character's elemental affinity, which factors into his or her strengths and weaknesses.

STATUS

❖ STATISTICS

In the Status Screen, you can view the statistics of your party members. Below is a list of the statistics and their significance. Each stat increases when a character levels up. (Only the main character's stats can be increased manually. Others' stats increase automatically).

STRENGTH	Affects power of physical attacks.
VITALITY	Affects maximum HP and susceptibility to physical attacks.
MAGIC	Affects maximum MP and susceptibility to magic attacks.
AGILITY	Affects hit and dodge rates.
LUCK	Affects many different factors.

❖ STATUS AILMENTS

There are 13 different ailments, all listed below. STUN, POISON, ACHE, CURSE and MUTE continue to affect party members even after battle has ended.

FREEZE — Cure: Wears off

Character is frozen and cannot move. All damage received will be critical.

SHOCK — Cure: Wears off

Character is electrocuted and cannot move. All damage received will be critical.

MUTE — Cure: Dis-Mute, etc.

Magic and other skills which require MP may not be used.

SLEEP — Cure: Panacea, etc.

Character is asleep and cannot move. All damage received will be critical.

ACHE — Cure: Dis-Ache, etc.

Character cannot move because of a painful stomachache.*

PANIC — Cure: Panacea, etc.

Character is confused, and may perform actions which the player did not select.

STUN — Cure: Dis-Stun, etc.

Character is stunned. Increased chance of missing or receiving critical damage.

POISON — Cure: Dis-Poison, etc.

Character is poisoned. Damage each turn in battle / each step in dungeon.

CURSE — Cure: Dis-Curse, etc.

Damage equals that inflicted on enemy (none if enemy is killed).

CHARM — Cure: Panacea, etc.

Character is charmed and will attack allies for a few turns.

BIND — Cure: ???

The character can't move at all. Increased chance of receiving critical damage.

STONE — Cure: Dis-Stone, etc.

Character is petrified and can't move. If struck, will shatter and die.

BAT — Cure: Wears off

Character has been changed into a bat; his or her stats decrease dramatically.

*If the character still has a stomachache at the end of the battle, he/she will not receive any AP.

MANTRA

Mantras have different characteristics. Develop them wisely in order to learn powerful skills.

❖ MANTRA CHARACTERISTICS

Mantras are battle programs that enhance the Atma. Skills may be learned by downloading Mantras from Karma Terminals, and characters can be customized with learned abilities. Pressing the right or left directional buttons on the Status Screen will display Mantra Status as shown below.

UNDERSTANDING THE MANTRA STATUS SCREEN

① Character Status — The character's level, HP, and MP.
② Mantra — The currently equipped Mantra.
③ Atma Points — The character's current AP (Atma Points). Defeat enemies to gain AP. When the Atma Gauge is full, the character will have mastered that particular Mantra.
④ Inherent Skills — The skills inherent to the equipped Mantra. They will not be learned until the Mantra has been mastered.

CHARACTER GROWTH

Karma gained in battle is necessary for characters to level up and grow stronger. AP is used to learn skills held within each Mantra. To improve your characters, fight many battles and use hunting skills to gain large amounts of AP.

MANTRA

❖ MASTERING MANTRAS

When the AP Gauge has been completely filled, the character has mastered the equipped Mantra and learns its inherent skills. Skills may be assigned in the Set Menu (pg. 16).

LEVELING UP

Characters will level up after gaining enough Karma. When this occurs, a character's stats will increase and he or she may even be healed.

EQUIPPING NEW MANTRAS

Mantras cease to accumulate AP once they have been mastered. Go to the nearest Karma Terminal and download a new Mantra right away; equipping new Mantras and accumulating AP is the key to creating strong characters.

❖ RECOVERY / BONUS STAT INCREASE

If you are lucky, a character's HP and MP will be restored when he or she levels up. Sometimes more than one stat will increase, as well.

❖ RECEIVING ITEMS

Sometimes, leveling up will cause party members to give you an item.

❖ DOWNLOADING MANTRAS

Mantras can be purchased at Karma Terminals. The download screen will display the Mantra Grid. Select a Mantra using the directional buttons, and confirm your choice by pressing the × button. Once a Mantra has been mastered, higher class Mantras will be available for download.

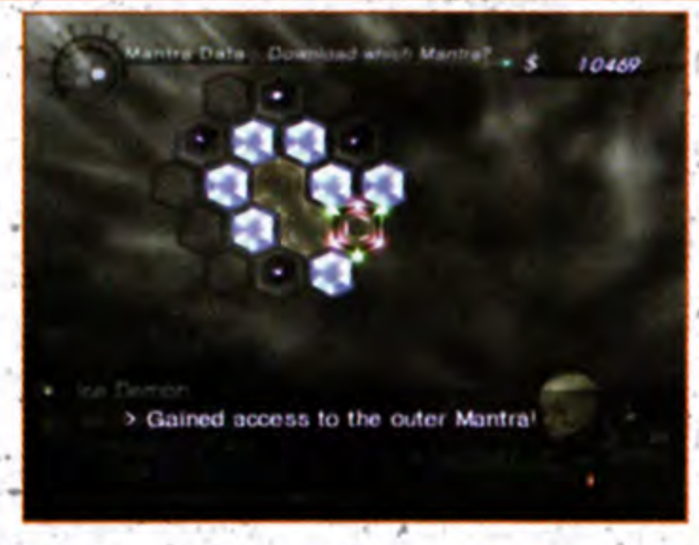
UNDERSTANDING THE DOWNLOAD SCREEN

① Equipped Mantra — The currently equipped Mantra is highlighted in yellow.
② Cursor — The cursor used to select a Mantra.
③ Available Mantra — Available Mantras are displayed in blue.
④ Unavailable Mantra — Mantras displayed in gray cannot be downloaded until certain requirements have been met.
⑤ Character — The current character. Use the L1/R1 button to cycle through your party members.
⑥ Selected Mantra — The currently selected Mantra.
⑦ Difficulty — The difficulty of mastering the selected Mantra. The higher the star rating, the more AP required to master the Mantra.
⑧ Price — The price (in dollars) to download the Mantra.
⑨ Dollars — Your current amount of money.

*Press the □ button in the download screen to view the entire Mantra Grid.

❖ USING THE MANTRA GRID

The Mantra Grid is large, and deciding where to start or how to proceed may be confusing. Rather than randomly equipping Mantras, it's important to have a specific plan for each character in order to create a strong and balanced party. Here are some tips to keep in mind:



1: EXPAND THE GRID

The Mantra Field consists of adjacent hexagons. By mastering one Mantra, you will make an adjacent Mantra available. Decide which direction to expand in order to build your characters most effectively.

2: PLAN AHEAD TO UNLOCK SPECIAL MANTRAS

The purple Mantras are locked, and contain various special skills. The only way to unlock one of these Mantras is to master all the adjacent Mantras surrounding it.

3: DECIDE ROLES AHEAD OF TIME

Simply mastering Mantras will not lead to a strong party. Decide which role each character will play in battle, such as "Attacker," "Healer," or "Magic Attacker," and equip Mantras accordingly.

4: DON'T BE AFRAID TO TRY NEW THINGS

There are unique magic skills outside of the elemental variety. Understand what these skills do, and be prepared to counter them in battle.

Hama and Mudo: These skills have the potential to deal devastating blows to your opponents. Be sure you can counter these types of attacks with shield skills, so you are not taken by surprise.

-kaja and –nda: These support skills can strengthen your party or weaken your enemies. They are especially useful in protracted battles, such as against powerful bosses. If your party is hit with one these skills, use Dekaja or Dekunda to cancel the effects.

BATTLE SYSTEM

It's important to have a plan in order to fight effectively. Make sure you understand the basic elements of battle before engaging the enemy.

❖ BATTLE BASICS

Turn icons are an important part of battle—you can lose a turn if you miss the enemy or manage to have your attack nullified in some way. Exploiting enemies' weaknesses and being prepared to defend against their attacks will help to ensure your victory.

UNDERSTANDING THE BATTLE SCREEN

① Solar Data Indicator — Displays the current level of Solar Data.

② Cursor — The cursor can be moved using the directional buttons.

③ Commands — The currently selected command. Use the left and right directional buttons to choose from the following: FIGHT, ITEM, MEMBER, ESCAPE.

④ Action List — A list of specific actions which correspond to the command selected. Use the up and down directional buttons to choose an action, then press the × button to execute it.

⑤ Turn Icons — Turn icons indicate how many actions may be performed in a turn. Blue icons represent your party, while red ones represent the enemy.

⑥ AUTO Icon — This icon indicates whether Auto Battle is ON or OFF. Toggle between modes by pressing the △ button, or use the ○ button to turn Auto Battle OFF.

⑦ Party Order — Characters are numbered by their order in battle.

⑧ Current HP — The character's current HP.

⑨ Current MP — The character's current MP.

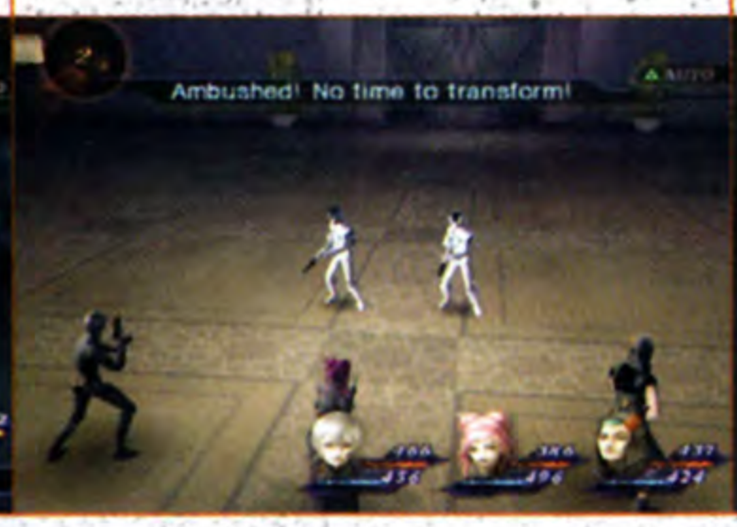
⑩ Help Window — Explanations for items and skills are displayed here. Use the SELECT button to hide/display the window.

BATTLE

❖ ENEMY ENCOUNTERS

Various situations may occur when encountering enemies. Serph and the party usually begin battle in demon form, but there are instances where they'll be in human or berserk mode.

DEMON FORM	HUMAN FORM	BERSERK FORM
Characters begin in demon mode. It's possible to revert back to human form during battle.	The party was attacked before they could transform into demon form. By using a turn, it's possible for characters to transform during battle.	When the Solar Data cycle is at MAX, there's a chance of characters being trapped halfway between human and demon forms.



❖ BERSERK MODE

Berserk Mode is a special condition where only part of the character's body transforms into demon mode. In this form, attack power and critical hit % increase dramatically, and characters will gain more Karma after battle than usual. However, defense is far lower than normal, magic and combo skills are unavailable, and transformation is prohibited.

❖ USE "ESCAPE" WHEN IN DANGER

In Berserk Mode, any damage received can prove critical. Since magic skills are unavailable, the only way to recover HP is to use items. If there's danger of being defeated, use the "Escape" command. Escaping in Berserk Mode has a 100% success rate.

BATTLE

❖ INDIVIDUAL TURN SYSTEM

Turn icons are displayed at the top right corner of the screen. For each icon, a character can perform one action. When every icon has been used, the party's turn is over. The party's total turn icons will increase or decrease based on the circumstances below.

WEAKNESS — If you attack an enemy with a skill that he or she is weak against, not only will you deal greater damage, but you will only use 1/2 of a turn icon.

BLOCK — Null skills will allow your party to void attacks and receive no damage. Also, the enemy will lose 2 turn icons. If an attack is reflected, all icons will be lost. Of course, the same is true if the enemy voids or reflects your attacks.

CRITICAL — If you land a critical hit, you will deal greater damage and only use 1/2 of a turn icon.

❖ TRANSFORMING INTO DEMONS

Your party members will automatically transform into demons at the beginning of a battle, unless they are surprised, in which case they will still be in human form. Characters can attack with guns while in human form, but lack the strength and skills possessed by demons. Select "Transform" to change a party member into a demon, or "Revert" to change a demon back into his or her human form.

❖ HUNTING SKILLS

Hunting skills such as "Consume" allow your characters to devour weak enemies and gain more AP than normal. Make good use of these skills to master Mantras quickly.

❖ BE CAREFUL OF STOMACHACHES WHEN DEVOURING!

Devouring will result in huge AP rewards, but has a downside as well. At times, the ACHE ailment (stomachache) will result if too many enemies have been devoured. A character can't move or gain AP if he or she has a stomachache, so cure it immediately.

BATTLE

❖ BATTLE COMMANDS

Four different commands are available in battle: FIGHT, COMBO, ITEM, MEMBER, and ESCAPE. Sub-commands are available for each of these.

❖ FIGHT

Shoot (Attack) is the basic way of dealing damage. The action requires no HP or MP, and all characters can perform it. The skills your character has assigned will also be displayed in this menu, in addition to the HP/MP costs required to use them.

SHOOT (ATTACK)

A basic attack. Each character has his or her own style of attacking.

PASS

If a character passes, it will become the next character's turn. This action only uses 1/2 of a turn icon.

❖ AUTO BATTLE

Pressing the △ button during battle will activate the Auto Battle function. You can cancel it by pressing the △ button again, or by pressing the ○ button. You may also wish to turn "Auto Repeat" ON in the Config Menu, in which case a character's previous action will be repeated when Auto Battle is on. If Auto Repeat is set to OFF, then a character will simply do normal attacks when Auto Battle is on.

❖ COMBO ATTACKS

When party members enter battle with certain combinations of skills assigned, powerful "Combo" attacks will become available. Once a Combo has been discovered, it will be recorded in the Combo List. When viewing this list, select a Combo to see which skills are necessary to enable it. Here are a few examples:

Combo Name	Skill Combination	Effect
Maragi	Agi + Zan	Weak fire attack to all enemies
Mabufu	Bufu + Tera	Weak ice attack to all enemies
Mazio	Zio + Bufu	Weak electricity attack to all enemies
Mazan	Zan + Zio	Weak force attack to all enemies
Matera	Tera + Agi	Weak earth attack to all enemies
Mahama	Hama + Media	Halves the HP of all enemies
Mamudo	Mudo + Death Spray	Death attack to all enemies
Micro Nova	Agi + Bufu + Tera	Weak almighty attack to all enemies
Gang Blast	3 physical attack skills that target 1 enemy	Weak physical attack to all enemies
Crystal Dust	Frost Breath + 2 -kaja skills	Ice attack to all enemies
Sky Thrust	Zan type + Stun type + physical attack skill that targets 1 enemy	Force/stun attack to all enemies
Crossfire	3 gunfire skills	Strong gunfire buffets a single target
Ice Shot	Gunfire skill (Serph) + void skill	Weak ice attack to 1 enemy
Media	Dia + Dia	Weak healing for entire party
Angelic Grace	???	Powerful healing and strong defense

Crystal Dust

Gang Blast

Micro Nova

❖ ITEM

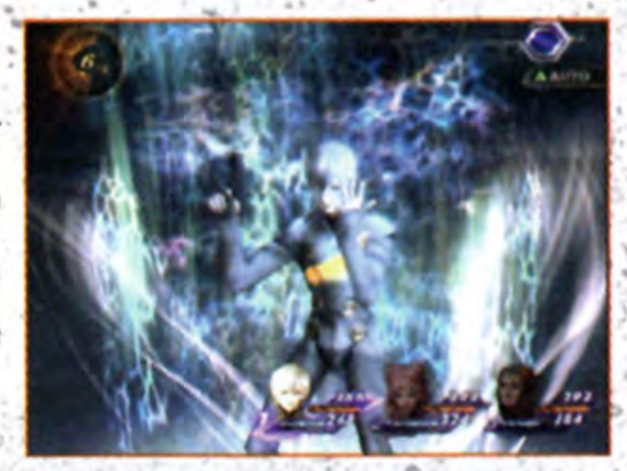
When this command is selected, an item from your inventory can be used. Select the item using the up and down directional buttons, and confirm your choice by pressing the × button. Then, choose the character(s) that the item will be used on.

❖ MEMBER

There are several options available to you when this command is selected. Use them as the situation requires.

TRANSFORM/REVERT

These commands can be used to transform a character between human and demon forms. If an enemy is weak to gunfire, then it might be a good idea to revert to human form. If your party is surprised, then this command will be necessary if you want your characters to fight as demons.



DEPLOY

"Deploy" can be used to call an inactive party member into a vacant position in your battle formation, or to replace a character already on the front line.

WITHDRAW

Selecting "Withdraw" will allow you to remove an active character from battle.

❖ ESCAPE

This command should be used if you want your party to flee from battle. Be careful, because your turn will be wasted if the attempt fails.

BATTLE

❖ VICTORY

Once all enemies have been defeated, the battle will end. The Results Screen will appear, and various pieces of information will be displayed, including the Karma and Atma Points your characters gained in battle. If a character has gained a level, that will also be indicated. After battle, party members will devour the fallen enemies, and a small amount of their HP will be restored.

❖ RESULTS SCREEN

The amount of Karma, Money, and Atma Points gained in battle will be shown on the Results Screen, as well as any items dropped by the enemy. When enough Karma has been earned, a character will level up. When enough Atma Points have been accumulated, an equipped Mantra will be mastered.

❖ GAME OVER

If a party member's Hit Points drop to 0, he or she will die. If the entire party dies or is petrified, the game will end.

❖ INCREASING STATS

When a character levels up, his or her stats will automatically increase, except for Serph. In his case, you will be able to distribute the points he receives however you like. Just select the stat you wish to increase, and press the × button. Press the ○ button to cancel your choice and try again.

STRATEGY

❖ BATTLE TACTICS

Listed below are a few strategies to help you be successful in battle:

1: EXPLOIT ENEMIES' WEAKNESSES

The most important advice for battle is to nullify enemy attacks and exploit enemy weaknesses. Use "Analyze" to discover what skills an enemy has at his or her disposal, and what that enemy's weakness might be. Argilla begins the game with this useful skill.

2: TRY DIFFERENT CHARACTERS AND SKILLS

The number of skills available to a single character at one time is limited. Thus, it is important to swap characters in and out of your active ranks depending on which enemies you are facing in a particular battle.

3: USE HUNTING SKILLS

Hunting skills are more likely to succeed if the enemy is afraid. Enemies will become frightened if you successfully nullify their attacks or exploit their weaknesses.

4: DEFEAT AS MANY DEMONS AS YOU CAN

The faster enemies are defeated, the more ($) points will be awarded. It's best to dispatch weak enemies as quickly as possible.

5: WHEN IN DOUBT, GET OUT

If the party comes up against incredible odds, escape from battle and then equip skills which are more effective against that particular enemy.

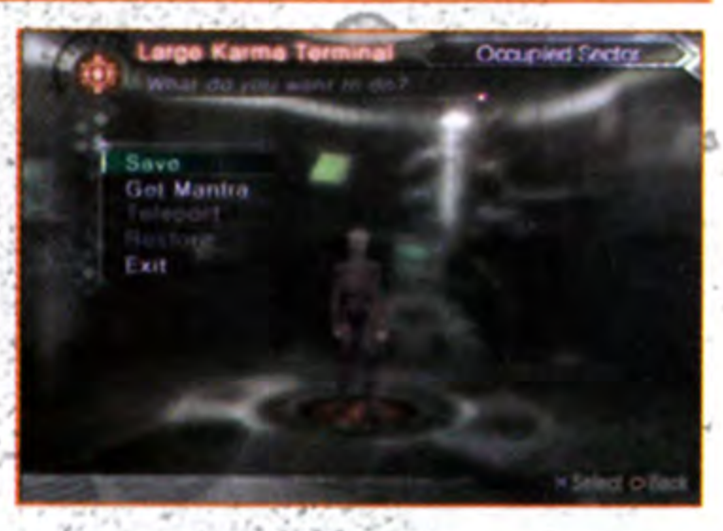
INSTITUTIONS

IMPORTANT LOCATIONS

There are various locations that you will visit throughout the world. It is important to know what to expect when you travel to each of these places.

❖ LARGE KARMA TERMINAL

These terminals have been placed by the Karma Society, usually near areas' entrances. Numerous options are available here, as listed below.



❖ SAVE

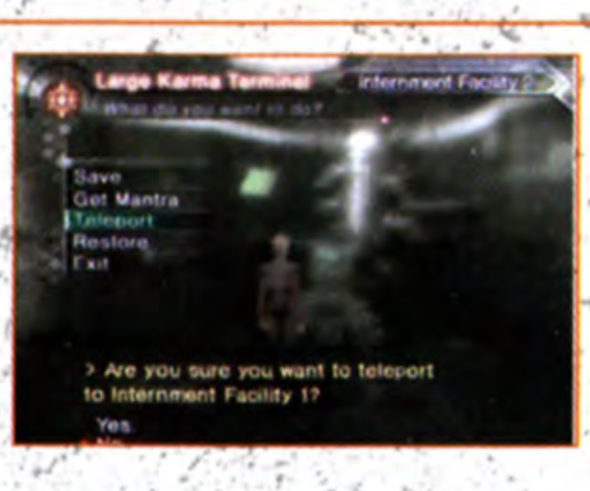
Select this option to record your game data. See pg. 10 for a more detailed explanation of saving.

❖ GET MANTRA

By paying $, the party can download Mantras at Karma Terminals. This command will not initially be available.

❖ TELEPORT

Select this option to teleport to a terminal that Serph has previously visited. Teleportation is only possible between Large Terminals in the same area.

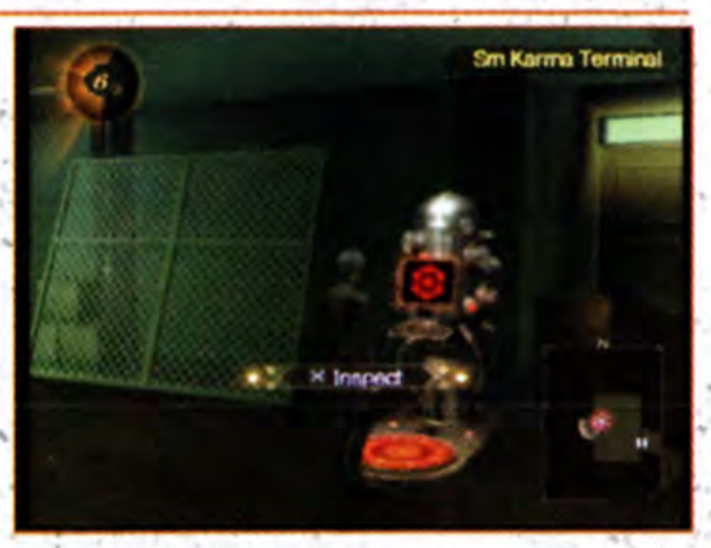


❖ RESTORE

Pay to restore your party members' HP/MP or cure status ailments. The cost of healing will depend on the extent of your characters' injuries.

INSTITUTIONS

❖ SMALL KARMA TERMINAL



These terminals are scattered throughout dungeons. Their services are more limited than those provided by Large Karma Terminals, but you can teleport to the main Large Terminal in an area from one of these locations.

❖ SAVE

Select this option to record your game data. Functions exactly the same as in a Large Terminal.

❖ GET MANTRA

For the right price, Mantras are available for download. Functions exactly the same as in a Large Terminal.

❖ TELEPORT

This option allows the party to teleport to the main Large Karma Terminal in the area. Once Serph has teleported, though, he will not be able to transfer back to the Small Terminal.

❖ LIFE TERMINAL

A terminal that only functions to restore party members to full health.

❖ MAD MART

After gaining money by defeating enemies, you can exchange it for items at the Mad Mart. Mad Mart's are located in most areas. Items, bullets, and Karma Rings can be purchased or sold at these locations. Use the up and down directional buttons to select what you want to buy/sell, and press the × button to confirm. The right and left directional buttons will adjust the desired quantity.

POINTS

Points are earned by buying and selling at Mad Mart. At any location, you can confirm how many points you've earned, your current rank, and the amount of points required for the next rank. The higher your rank, the greater the store's inventory will be.

ITEM LISTS

The following pages are a partial list of items and skills you may come across, and their effects.

HEALING ITEMS

Item Name	Effect
Ration	Restores 50 HP of 1 ally
Revival Bead	Revives 1 dead ally, minor HP restored
Dis-Poison	Cures poison for 1 ally
Dis-Ache	Cures stomachache for 1 ally
Dis-Mute	Cures mute for 1 ally
Dis-Stun	Cures stun for 1 ally
Dis-Curse	Cures curse for 1 ally
Panacea	Cures panic, charm and sleep for 1 ally

AMMO

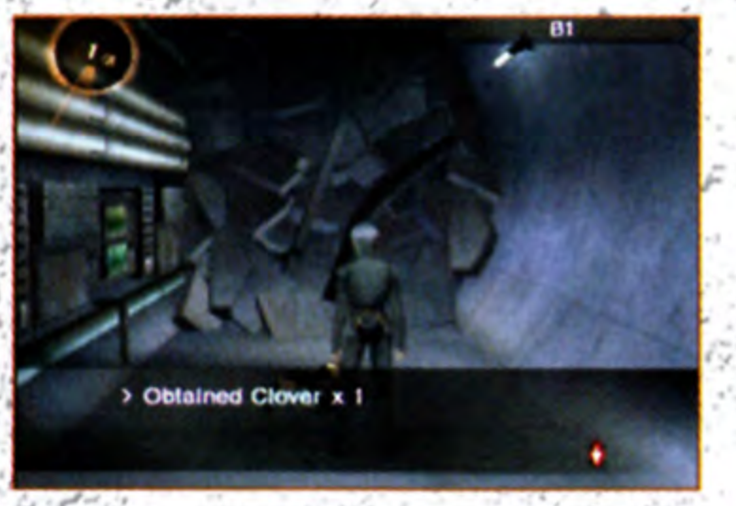
Item Name	Effect
Bullet	Gun damage on 1 enemy, attack power 8
Shot Shell	Gun damage on 1 enemy, attack power 16
Charge Shot	Gun + electricity damage on 1 enemy, attack power 24
Metal Jacket	Gun damage on 1 enemy, attack power 40

KARMA RING

Item Name	Effect
Power Ring	Increases power
Vital Ring	Increases vitality
Magic Ring	Increases magic power
Quick Ring	Increases agility
Luck Ring	Increases luck
Rich Ring	Increases the amount of money obtained after battle
Phantom Ring	Increased agility when in human form
Rage Ring	Auto tarukaja + rakunda
Change Ring	Prevents loss of a turn when changing forms

Trade plants for cash at Mad Mart today!

You may find plants as you travel to various areas. Since flowers are extremely rare, Mad Mart will buy them for a good price.



SKILL LISTS

MAGIC SKILLS

Skill Name	MP Cost	Effect
Agi	3	Weak fire damage to 1 enemy
Agilao	6	Moderate fire damage to 1 enemy
Agidyne	12	Heavy fire damage to 1 enemy
Maragi	8	Weak fire damage to all enemies
Maragion	16	Moderate fire damage to all enemies
Maragidyne	32	Heavy fire damage to all enemies
Bufu	3	Weak ice damage to 1 enemy, low probability of freezing
Bufula	6	Moderate ice damage to 1 enemy, low probability of freezing
Bufudyne	12	Heavy ice damage to 1 enemy, low probability of freezing
Mabufu	8	Weak ice damage to all enemies, low probability of freezing
Mabufula	16	Moderate ice damage to all enemies, low probability of freezing
Mabufudyne	32	Heavy ice damage to all enemies, low probability of freezing
Zio	3	Weak electric damage to 1 enemy, low probability of electrocution
Zionga	6	Moderate electric damage to 1 enemy, low probability of electrocution
Ziodyne	12	Heavy electric damage to 1 enemy, low probability of electrocution
Mazio	8	Weak electric damage to all enemies, low probability of electrocution
Mazionga	16	Moderate electric damage to all enemies, low probability of electrocution
Maziodyne	32	Heavy electric damage to all enemies, low probability of electrocution
Zan	3	Weak force damage to 1 enemy
Zanma	6	Moderate force damage to 1 enemy
Zandyne	12	Heavy force damage to 1 enemy
Mazan	8	Weak force damage to all enemies
Mazanma	16	Moderate force damage to all enemies
Mazandyne	32	Heavy force damage to all enemies
Tera	3	Weak earth damage to 1 enemy
Terazi	6	Moderate earth damage to 1 enemy
Teradyne	12	Heavy earth damage to 1 enemy
Matera	8	Weak earth damage to all enemies
Materazi	16	Moderate earth damage to all enemies
Materadyne	32	Heavy earth damage to all enemies
Megido	30	Moderate almighty damage to all enemies
Megidola	45	Heavy almighty damage to all enemies
Megidolaon	60	Mega heavy almighty damage to all enemies
HP Thief	5	Almighty magic that absorbs HP
MP Thief	2	Almighty magic that absorbs MP

SKILL LISTS

Skill Name	MP Cost	Effect
Vanity	25	Inflicts one of the following: Mute, panic, poison, or sleep.
Hama	6	Halves HP of all enemies, doesn't work on humans
Hamaon	10	Expel spell on 1 enemy, HP greatly reduced
Mahama	15	Expel spell on all enemies
Mahamaon	25	Expel spell on all enemies, HP greatly reduced
Xanadu	36	Heavy hama damage on all enemies. Doesn't work on humans
Mudo	6	Death spell on 1 enemy
Mudoon	10	Death spell on 1 enemy, high probability
Mamudo	15	Death spells on all enemies
Mamudoon	25	Death spell on all enemies, high probability
Curse	10	Curse on 1 enemy
Blood Curse	15	Curse on all enemies
Stone Gaze	5	Stone on 1 enemy
Makajama	4	Mute on 1 enemy
Makajamon	11	Mute on all enemies
Dream Haze	5	Sleep on 1 enemy
Dormina	9	Sleep on all enemies
Calm Death	16	Death on all sleeping enemies
Stun Sphere	5	Stun on 1 enemy
Stun Wave	10	Stun on all enemies
Foul Breath	8	Poison + weak damage on random enemies
Pulinpa	5	Panic on 1 enemy
Tentarafoo	24	Panic + moderate damage on all enemies
Marin Karin	13	Charm on all enemies
Dia	3	Minor HP restoration for 1 ally
Diarama	7	Moderate HP restoration for 1 ally
Diarahan	15	Full HP restoration for 1 ally
Media	10	Minor HP restoration for all allies
Medirama	18	Moderate HP restoration for all allies
Mediarahan	36	Full HP restoration for all allies
Patra	5	Cures panic, charm and sleep for 1 ally
Me Patra	15	Cures panic, charm and sleep for all allies
Closedi	5	Cures mute for 1 ally
Posumudi	5	Cures poison for 1 ally
Recarm	20	Revives 1 dead ally, minor HP restoration, can only be used during battle
Samarecarm	35	Revives 1 dead ally, all HP restoration, can only be used in battle

Skill Name	MP Cost	Effect
Makatora	50	Divides 50 MP to an ally, can only be used in battle
Tarunda	12	Lowers attack power of all enemies
Sukunda	12	Lowers agility of all enemies
Rakunda	12	Lowers the defense of all enemies
Makanda	12	Lowers magic attack power of all enemies
Dekunda	10	Nullifies the –nda spell effect on all allies.
Tarukaja	12	Increases attack power of all allies
Sukukaja	12	Increases agility of all allies
Rakukaja	12	Increases defense for all allies
Makakaja	12	Increases magic attack power for all allies
Dekaja	10	Nullifies the –kaja spell effect on all enemies
Paraladi	5	Cures stun for 1 ally
Petradi	5	Cures stone for 1 ally
Achedi	5	Cures stomachache for 1 ally
Cursedi	5	Cures curse for 1 ally

PHYSICAL ATTACKS

Skill Name	Effect
Venom Claw	Light attack + poison damage on 1 enemy
Lunatic Slash	Light attack + panic damage on 1 enemy
Death Spray	Light attack + curse damage on 1 enemy. Multiple attacks
Stun Needle	Light attack + stun damage on 1 enemy. Multiple attacks
Mad Rush	Light attack on random enemies
Vile Blade	Light attack on all enemies, power depends on the remaining HP
Venom Fang	Light attack on all enemies + poison, power depends on remaining HP
Devour	Light hunt damage on 1 enemy, defeats and gain AP
Demon Feast	Low probability of death on 1 enemy. When successful, AP is gained
Feed Frenzy	Light hunt damage on all enemies, defeats and gain AP

AUTO SKILLS

Skill Name	Effect
Life Bonus	Increases max HP by 10%
Mana Bonus	Increases max MP by 10%
Critical	Probability of critical on normal attack is doubled
Fire Boost	Increases fire attacks.

SKILL LISTS

Skill Name	Effect
Ice Boost	Increases ice attacks
Elec Boost	Increases electric attacks
Force Boost	Increases force attacks
Earth Boost	Increases earth attacks
Counter	Low probability of countering attacks

SHIELD SKILLS

Skill Name	Effect
Void Fire	Voids fire attacks
Void Ice	Voids ice attacks
Void Elec	Voids electric attacks
Void Force	Voids force attacks
Void Earth	Voids earth attacks
Void Expel	Voids expel attacks
Void Death	Voids death attacks
Void Charm	Voids charm attacks
Void Poison	Voids poison attacks
Void Mute	Voids mute attacks
Void Panic	Voids panic attacks
Void Nerve	Voids nerve attacks

MANTRA GRID

Mantras enable many powerful skills. Decide carefully which Mantras to download, and master them to bring your characters to full strength.

❖ VIEWING THE MANTRA GRID

If only a portion of the Mantra Grid is displayed and you wish to view the entire grid, press the □ button to do so.

Name	Price	Difficulty	Skills
1.Devourer Mantra	$ 1,000	★	Devour / Ingest Mana
2.Demon Beast Mantra	$ 10,000	★★★	Feed Frenzy / Tear and Rend / Atma Bonus / Iron Stomach
3.Spirit Mantra	$ 1,000	★	Tarukaja / Makajam/Void Mute
4.Protection mantra	$ 1,000	★	Dia / Patra / Analyze
5.Fallen Hero Mantra	$ 3,000	★★	Media / Posumudi / Achedi / Dream Haze
6.Fire Spirit Mantra	$ 1,000	★	Agi / Void Fire
7.Ice Spirit mantra	$ 1,000	★	Bufu / Void ice
8.Bolt Wizard Mantra	$ 1,000	★	Zio / Void Elec
9.Dragon Mantra	$ 1,000	★	Zan / Void Force
10.Earth Spirit mantra	$ 1,000	★	Tera / Void Earth
11.Shura Mantra	$ 1,000	★	Body Rush / Mad Rush
12.Sramana Mantra	$ 2,500	★★	Venom Claw / Double Slash / HP Bonus

KEY TERMS

NIRVANA

The flawless, ideal land promised to one Tribe who conquered the Junkyard. However, the place Serph and the Embryon discover is nothing but an empty, dying world.

BLACK SUN

No longer yellow, an unknown phenomenon turned the sun pitch black. It began emitting Solar Data, which altered the atmosphere of the earth itself.

CUVIER SYNDROME

A strange condition in which the human body turns to stone after coming into contact with rays from the black sun, named after Margot Cuvier, the first scientist to research it. This epidemic cost many people their lives, and drove the human race underground to escape the sun's harmful effects. Now, man sits on the verge of extinction.

KARMA CITY

A city controlled by the Karma Society. It's the only place on the surface of the earth where humans can survive, due to the dome surrounding the city, protecting it from the black sun. It's considered the world's last paradise.

KARMA SOCIETY

A group of elite human beings sharing a common goal: the preservation of mankind. In the current times of uncertainty, they have taken control of various institutions, including Karma City itself. The Karma Society is lead by Madame Margot Cuvier, with Jenna Angel serving as second-in-command.

LOKAPALA

A rebel group lead by Roland. They live underground in Old Portland and believe that the only way to save the world is to depose the Karma Society. After hiding underground for years and losing their original leader, the Lokapala have grown exhausted and devoid of hope.

EMBRYON

The one Tribe who conquered the Junkyard and rose to Nirvana. Serph leads the Embryon, with Gale serving as strategist. Other key members include Heat, Cielo, and Argilla.

AVATAR TUNER

Refers to humans with Atma power, allowing them to transform into demons (called "Tuning"). All Karma Society Soldiers are imbued with this power.

SOLAR DATA

A phenomenon of the sun that affects demons in various ways. All humans who come in contact with it are immediately turned to stone, but not much is known beyond that. It's transmitted through the sun's rays, and its affects fluctuate in a cyclical pattern.

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